IN THE CLAIMS

1. (currently amended) A virtual space control method, comprising the steps of:

changing an orientation of a prescribed part of a virtual character in a virtual space; ~~and~~

changing a screen image in response to the change in orientation of the prescribed part, wherein the screen image represents a virtual field of view of the virtual space defined by a viewpoint other than a viewpoint of the virtual character and including a whole image of the virtual character; and

moving the virtual character in the virtual space;

wherein the step of changing the screen image has a step of changing the screen image in response to the movement of the virtual character and to the change in orientation of the prescribed part.

2. (previously presented) The virtual space control method according to claim 1, wherein

the step of changing the orientation of the prescribed part includes the step of changing the orientation of a head of the virtual character as the change in orientation of the prescribed part, and

the step of changing the screen image includes the step of changing the viewpoint defining the virtual field of view in response to the change in orientation of the head of the virtual character.

3. (previously presented) The virtual space control method according to claim 1, further

comprising the step of:

receiving a operation command input from the virtual character,

wherein the step of changing the orientation includes a step of changing the orientation of the prescribed part in response to an operation command input.

4. (previously presented) The virtual space control method according to claim 1, further comprising the step of:

detecting an occurrence of a prescribed event, and

wherein the step of changing the orientation includes a step of changing the orientation of the prescribed part in response to the occurrence of the prescribed event.

5. (canceled)

6. (currently amended) The virtual space control method according to claim 1 ~~5~~, further comprising the step of:

generating a prescribed object in the virtual space only when ~~a~~ the movement of the virtual character occurs, and the orientation of the prescribed part is changed in a prescribed manner.

7. (previously presented) The virtual space control method according to claim 1, further comprising the step of:

setting target coordinates in the virtual space,

wherein the step of changing the orientation includes a step of changing the orientation of the prescribed part of the virtual character toward the target coordinates.

8. (previously presented) The virtual space control method according to claim 1, further comprising the step of:

setting a limit to an orientation changeable range of the prescribed part of the virtual character.

9. (previously presented) The virtual space control method according to claim 1, further comprising the step of:

causing a change in orientation of another part of the virtual character influenced by the change in orientation of the prescribed part, the change in orientation of said another part being made in a pre-established prescribed proportion to the change in orientation of the prescribed part.

10. (currently amended) A computer-readable recording medium having recorded therein a virtual space control program to be executed on a computer, the virtual space control program being configured to execute the steps of:

changing an orientation of a prescribed part of a virtual character in a virtual space;

moving the virtual character in the virtual space; and

changing a screen image in response to the change in orientation of the prescribed part and the movement of the virtual character in the virtual space, wherein the screen image

represents a virtual field of view defined by a viewpoint other than a viewpoint of the virtual character and includes a whole image of the virtual character.

11. (previously presented) The computer-readable recording medium having recorded therein the virtual space control program to be executed on a computer according to claim 10, wherein

the step of changing the orientation of the prescribed part includes the step of changing the orientation of a head of the virtual character as the change in orientation of the prescribed part, and

the step of changing the screen image includes the step of changing the viewpoint defining the virtual field of view in response to the change in orientation of the head of the virtual character.

12. (previously presented) The computer-readable recording medium having recorded therein the virtual space control program to be executed on a computer according to claim 10, the virtual space control program being further configured to execute the step of:

receiving ~~a~~ an operation command input from the virtual character,

wherein the step of changing the orientation of the prescribed part includes a step of changing the orientation of the prescribed part in response to the operation command input.

13. (previously presented) The computer-readable recording medium having recorded therein the virtual space control program to be executed on a computer according to claim 10, the virtual space control program being further configured to execute the step of:

detecting occurrence of a prescribed event,

wherein the step of changing the orientation of the prescribed part includes a step of changing the orientation of the prescribed part in response to the occurrence of the prescribed event.

14. (canceled)

15. (currently amended) The computer-readable recording medium having recorded therein the virtual space control program to be executed on a computer according to claim 10 ~~14~~, the virtual space control program being further configured to execute the step of:

generating a prescribed object in the virtual space only when the movement of the virtual character occurs, and the orientation of the prescribed part is changed in a prescribed manner.

16. (previously presented) The computer-readable recording medium having recorded therein the virtual space control program to be executed on a computer according to claim 10, the virtual space control program being further configured to execute the step of:

setting target coordinates in the virtual space,

wherein the step of changing the orientation includes a step of changing the orientation of the prescribed part of the virtual character toward the target coordinates.

17. (previously presented) The computer-readable recording medium having recorded therein the virtual space control program to be executed on a computer according to claim 10, the virtual space control program being further configured to execute the step of:

setting a limit to an orientation changeable range of the prescribed part of the virtual character.

18. (previously presented) The computer-readable recording medium having recorded therein the virtual space control program to be executed on a computer according to claim 10, the virtual space control program being further configured to execute the step of:

causing a change in orientation of another part of the virtual character influenced by the change in orientation of the prescribed part, the change in orientation of said another part being made in a pre-established prescribed proportion to the change in orientation of the prescribed part.

19. (currently amended) A program execution apparatus, that executes a virtual space control program, the virtual space control program being configured to perform the steps of:

changing an orientation of a prescribed part of a virtual character in a virtual space;

moving the virtual character in the virtual space; and

changing a screen image in response to the change in orientation of the prescribed part and the movement of the virtual character in the virtual space, wherein the screen image represents a virtual field of view defined by a viewpoint other than a viewpoint of the virtual character and includes a whole image of the virtual character.

20. (previously presented) The program execution apparatus according to claim 19, wherein

the step of changing the orientation of the prescribed part includes the step of changing

the orientation of a head of the virtual character as the change in orientation of the prescribed part, and

the step of changing the screen image includes the step of changing the viewpoint defining the virtual field of view in response to the change in orientation of the head of the virtual character.

21. (previously presented) The program execution apparatus according to claim 19, the virtual space control program being further configured to perform the step of:

receiving a operation command input from the virtual character,

wherein the step of changing the orientation includes a step of changing the orientation of the prescribed part in response to an operation command input.

22. (previously presented) The program execution apparatus according to claim 19, the virtual space control program being further configured to perform the step of:

detecting an occurrence of a prescribed event,

wherein the step of changing the orientation includes a step of changing the orientation of the prescribed part in response to the occurrence of the prescribed event.

23. (canceled)

24. (currently amended) The program execution apparatus according to claim 19 ~~23~~, the virtual space control program being further configured to perform the step of:

generating a prescribed object in the virtual space only when a the movement of the virtual character occurs, and the orientation of the prescribed part is changed in a prescribed manner.

25. (previously presented) The program execution apparatus according to claim 19, the virtual space control program being further configured to perform the step of:

setting target coordinates in the virtual space,

wherein the step of changing the orientation includes a step of changing the orientation of the prescribed part of the virtual character toward the target coordinates.

26. (previously presented) The program execution apparatus according to claim 19, the virtual space control program being further configured to perform the step of:

setting a limit to an orientation changeable range of the prescribed part of the virtual character.

27. (previously presented) The program execution apparatus according to claim 19, the virtual space control program being further configured to perform the step of:

causing a change in orientation of another part of the virtual character influenced by the change in orientation of the prescribed part, the change in orientation of said another part being made in a pre-established prescribed proportion to the change in orientation of the prescribed part.

28. (currently amended) A computer, that executes a virtual space control program, the

virtual space control program being configure to perform the steps of:

changing an orientation of a prescribed part of a virtual character in a virtual space;

moving the virtual character in the virtual space; and

changing a screen image in response to the change in orientation of the prescribed part and the movement of the virtual character in the virtual space, wherein the screen image represents a virtual field of view defined by a viewpoint other than a viewpoint of the virtual character and includes a whole image of the virtual character.

29. (new) The virtual space control method of claim 4, wherein the prescribed event is selected from a plurality of events occurring in the virtual space.

30. (new) The computer-readable recording medium having recorded therein the virtual space control program to be executed on a computer according to claim 13, wherein the prescribed event is selected from a plurality of events occurring in the virtual space.

31. (new) The program execution apparatus according to claim 22, wherein the prescribed event is selected from a plurality of events occurring in the virtual space.